



*Child-made flap book, American?, 182-?
(Courtesy of Cotsen Collection, Princeton University)*

Learning as Playing:
an animated, interactive archive of
17th-19th century narrative media for
and by children

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Aims

- create digitized, interactive archive of animated facsimiles of historical movable books
- reach users on variety of computer platforms
- simulate experience of engaging with artifacts
- digital play will demonstrate artifacts as early interactive media
- preserve and extend life of artifacts
- circumvent material weakness of movable parts in artifacts
- form web-based, collaborative community for scholars
- construct “playful” public space for wider community

Scope and Context

- Begin with flap books (composed of one or two pieces of paper cut and folded into flaps, capable of horizontal and vertical movement)
- Limited scope, size and format make them good test case for creation of interactive, animated facsimiles
- Ancient format but commercially produced from 17th-19th centuries in England and US-In English and German
- made by children as activities (historical DIY culture!)
- Intended for education and for amusement

Overview of Project

